
Subject: Re: Howto create control-collection -control?

Posted by [wilho](#) on Sun, 12 Mar 2006 10:25:00 GMT

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OK, you convinced me.

```
class ExpressPane : public Ctrl {  
    struct SlaveControl {  
        bool isInSplitter;  
        Ctrl* slave;  
    };  
    Array<Button> closer;  
    Array<SlaveControl> slaves;  
    Splitter splitter;  
  
    static const int BTN_SPACE = 22;  
    typedef ExpressPane CLASSNAME;  
  
    int btnIdx;  
    void Toggle(int);  
public:  
    void Add(const char *text, Ctrl& slave);  
    ExpressPane();  
};  
  
ExpressPane::ExpressPane(){  
    Ctrl::Add(splitter);  
    splitter.Vert();  
}  
void ExpressPane::Toggle(int indx){  
    slaves[indx].isInSplitter = slaves[indx].isInSplitter == true ? false:true;  
  
    for(int loopI=slaves.GetCount()-1; loopI>-1; loopI--){  
        splitter.RemoveChild( slaves[loopI].slave );  
        if (slaves[loopI].isInSplitter == true){  
            splitter << *slaves[loopI].slave;  
        }  
    }  
    splitter.RefreshLayout();  
}  
void ExpressPane::Add(const char *text, Ctrl& slave){  
  
    Button* button = new Button;  
    Callback argCB = callback1(this,Toggle, btnIdx++);  
    *button <<= argCB;  
    button->SetLabel(text);  
    button->HSizePosZ(0, 0).BottomPosZ(BTN_SPACE * (btnIdx-1), BTN_SPACE -2);
```

```
splitter.HSizePosZ(0, 0).VSizePosZ(0, BTN_SPACE * btnIdx);
Ctrl::Add(*button);
closer.Add(button);

SlaveControl slvCtrl;
slvCtrl.isInSplitter = false;
slvCtrl.slave = &slave;
slaves.Add(slvCtrl);
}
```

Thank you, this has ben very...educational
